神風拳

Light Punch • Heavy Punch — A • C

Light Kick • Heavy Kick — B • D

Backstep • Dash — ← ← • → →

Air Dash — air → →

Throw — close ← • → C • D

Cushion Throw — ↻ A • B

Blow away attack — → B C

Energy Charge — A B C for 1st Nature B C D for 2nd Nature

Jump Attack — air + any direction A B

Play as Behemoth

Go to Syuten-Dozi and press B C B C B B C A • D

Play as Eelis

Go to Benten and press C C B B C B C A • D

Play as Lucifer

Go to Susano and press B C C C B B B C A • D

Special attack

Special attacks with the same nature also increases power.

Super Power Move

Need an Energy Item, which can be collected by fully charging the Energy Bar.

Each character has 2 Natures. There is 4 Natures in this game FIRE THUNDER WATER BLOW

Potential Power Move

Can be performed if you have 3 Energy Items and low life energy

SUSANO

- Koku Ryuu Sai **FIRE** — air ↓↘→ A • C
- Ryuu Ga Hou **THUNDER** — ↓↙← A • C
- Ryuu Hare Ba **THUNDER** — ↓↙← ↓↙← A • C
- Ryuu Ga Raku Kyaku **THUNDER** — ↓↘→ B • D
- Rai Geki Rin **THUNDER** — ↓↙← ↓↙← A B
- Nana Garera Orochi Nagi **FIRE** — A B C ↻ A . B . C . D . A . B . C
- Sou Mei Fuu Rai Ken — ↓↙← ↓↘→ C D

BENTEN

- Sou Rai Raku **THUNDER** — air close ↓↙← B • D
- Sou Rai Geki **THUNDER** — air close ↓↘→ B • D
- Ryuu Sei Zan **BLOW** — air ↓↘→ A • C
- Seki Ryuu Sou Ken **THUNDER** — ↓↙← ↓↙← A B
- Sen Kuu Hou Ou Yoku **BLOW** — ↓↙← ← → B C
- Shin Kuu Ren Zan — → ← ↻ A B

CHI CHI - NE NE

- Re Ka E — A B C D

  Exchange character, Ne Ne has red belt, Chi Chi has blue belt
- Kururin Ko — close ↓↙← ↓↘→ C
- Fuu Jin Kyaku (Ne Ne) **BLOW** — ↓↙← B • D
- Rai Jin Ken (Chi Chi) **THUNDER** — ↓↘→ A • C
- Mane Mane Attack **THUNDER** **BLOW** — → ← → A • C
- Ton De Ke Punch **THUNDER** **BLOW** — ← → A • C
- Biri Biri Cannon **THUNDER** — → ↓↘→ ↓ ↘ A B
- Boko Boko Drop **BLOW** — ↓↘→ ↓↘→ D
- Ten Sei Fuu Rai Jin — ← → ↙ ↘ A B C D

GOKUU

- En Satsu Kon **FIRE** — ↻ → A • C
- San Ren Kon **FIRE** — ↓↘→ A • C
- Sou Shin Ni Ki Kyaku **BLOW** — ↓↘→ B • D
- Ren Sen Kon **BLOW** — ↻ ↻ A B
- En Jin no Kei **FIRE** — ↓↘→ ↓↘→ B C
- En Bou Jutsu — → ← → ← → A B C

Sai Nen Dan BLOW	air ↻ A • B • C
Juu Baku Kin WATER	↻ A
You Sen Nen Ja WATER	↻ D
Juu Baku Ten Hyou WATER	↻ A ↻ ↻ C D
Pun Jin Otoshi BLOW	↓ ← → B C
Hachi Mon Nen Ki Jin	← → ↻ A B C D

Daku Ryuu Nada WATER	close ↻ → A • C
Oni Hone Kuda Ki FIRE	↻ B • D
Kon Gou Haji Ki FIRE	→ ↑ A • C
Oni Kobushi FIRE	↻ A • C
Ji Goku Naga Shi WATER	close ← → C ↓ ↓ C ↓ ↓ B C
Gou En Shu FIRE	↻ ↻ A B
Rei Shuu Ki Jin Yado Ri	→ ↻ ↓ ↘ A B . C tap

Two Launcher WATER	← → A • C
Aqua Bell WATER	↻ ↻ B
Tail Whip BLOW	air ← → B • D
Dolphin Roll BLOW	↓ ↑ B • D
Bubble Spike BLOW	↻ A B
Crystal Splash WATER	↓ ↓ ↓ A B C
Two Mind Storm	↓ ← → B C

Ripper Haaken FIRE	← → B • D
Bramble Ring FIRE	air ↓ ↑ B • D
Soul Slash THUNDER	← ↻ A • C
Trap Edge THUNDER	← ↻ A B
Vigor Remove FIRE	← → ↻ B C
Hell Inhabitant	air ↻ A B

Corrupt Slam	close C
Wild Snap FIRE	A • C
Deadly Press FIRE	air A
Nitro Break THUNDER	air C
Murder Fang THUNDER	B C
Howling Beast FIRE	close → A B
Grand Explosion	C D

Abandoned Cave	close C
Nightmare Wing BLOW	air ↗ A • C
Bat Illusion BLOW	↓ ↑ A
Phantom Cross THUNDER	→ ← → B • D
Dancing Needle THUNDER	air B • D
Lunatic Jail THUNDER	air A B
Killing Chariot BLOW	→ ↓ ↘ C D
Midnight Fire	B C

Electric Crunch	close C
Mind Wave FIRE	↓ ↑ A B
Pentagram Dune THUNDER	← → A • C
Pentagram Ruin THUNDER	← → B • D
Dark Side Gate THUNDER	← → A B C
Anger Body Sonic FIRE	← → ← → A B
Flare Burst	hold A B C D release